Hired Heist



Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist



Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist



Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist



Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist



Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist



Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist



Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist



Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist



Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist



Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist



Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist



Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast

Hired Heist

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever a creature you control with the chosen name deals combat damage to a player, you may pay {U}. If you do, draw a card.

005/221 C
CN2 • EN Lucas Graciano

™ & © 2016 Wizards of the Coast